Lecture 01 Intro to Computing Science and Programming 1

What is Computing Science?

- The study of computers and computational systems
- It is a broad field.
- includes everything from the algorithms
- that make up software
- how software interacts with hardware
- how well software is developed and designed
- Computer science is the study of computation, information, and automation.
- Computer science is closely related to computer programming.

What Are Algorithms?

Algorithm

- Step-by-step instructions
 - Not specific to a language
 - Could be a cooking recipe
- Outline for a program

Implementation

- Program for an algorithm
 - In a specific language
 - What we often call coding
- The filled in outline
- Good programmers can separate the two
 - Work on the algorithm first
 - Implement in language second
- Why approach strings as search-cut-glue

Difficulties With Programming

Syntax Errors

- Python can't understand you
- Examples:
 - Forgetting a colon
 - Not closing a parens
- Common with beginners
 - But can quickly train out

Conceptual Errors

- Does what you say, not mean
- Examples:
 - Forgot last char in slice
 - Used the wrong argument
- Happens to everyone
 - Large part of CS training

Proper algorithm design reduces conceptual errors

Testing First Strategy

- Write the Tests First
 Could be script or written by hand
- Take Small Steps
 Do a little at a time; make use of placeholders
- Intersperse Programming and Testing
 When you finish a step, test it immediately
- Separate Concerns

 Do not move to a new step until current is done

Testing First Strategy

- Write the Tests First
 - Could be script or written by hand
- Take Small Steps

Will see several strategies.

But all built on this core idea. mmediately Whe

Separate Concerns

Do not move to a new step until current is done

Using Placeholders in Design

- Strategy: fill in definition a little at a time
- We start with a function *stub*
 - Function that can be called but is unfinished
 - Allows us to test while still working (later)
- All stubs must have a function header
 - But the definition body might be "empty"
 - Certainly is when you get started

A Function Stub

def last_name_first(s):

"""Returns: copy of s in form 'last-name, 'first-name'

Precondition: s is in form 'first-name last-name' with one blank between the two names'""

Finish the body



But it Cannot Really Be Empty

- A function definition is only valid with a body
 - (Single-line) comments do not count as body
 - But doc-strings do count (part of help function)
- So you should always write in the specification

An Alternative: Pass

```
def last_name_first(s):
    pass
    Fine!
```

- You can make the body non-empty with pass
 - It is a command to "do nothing"
 - Only purpose is to ensure there is a body
- You would remove it once you got started

Ideally: Use Both

def last_name_first(s):

"""Returns: copy of s in form 'last-name, 'first-name'
Precondition: s is in form 'first-name last-name'
with one blank between the two names'""
pass

Now pass is a note that is unfinished. Can leave it there until work is done.

Outlining Your Approach

- Recall the two types of errors you will have
 - Syntax Errors: Python can't understand you
 - Conceptual Errors: Does what you say, not mean
- To remove conceptual errors, plan before code
 - Create outline of the steps to carry out
 - Write in this outline as comments
- This outline is called *pseudocode*
 - English statements of what to do
 - But corresponds to something simple in Python

Example: Reordering a String

def last_name_first(s):

"""Returns: copy of s in form 'last-name, 'first-name'

Precondition: s is in form 'first-name last-name' with one blank between the two names'""

- # Find the space between the two names
- # Cut out the first name
- # Cut out the last name
- # Glue them together with a comma

Example: Reordering a String

```
def last name first(s):
    """Returns: copy of s in form 'last-name, 'first-name'
    Precondition: s is in form 'first-name last-name'
   with one blank between the two names'""
   end first = s.find(' ')
   # Cut out the first name
    # Cut out the last name
    # Glue them together with a comma
```

Example: Reordering a String

```
def last name first(s):
    """Returns: copy of s in form 'last-name, 'first-name'
    Precondition: s is in form 'first-name last-name'
   with one blank between the two names'""
   end first = s.find(' ')
    first name = s[:end first]
    # Cut out the last name
    # Glue them together with a comma
```

What is the Challenge?

- Pseudocode must correspond to Python
 - Preferably implementable in one line
 - Unhelpful: # Return the correct answer
- So what can we do?
 - Depends on the types involved
 - Different types have different operations
 - You should memorize important operations
 - Use these as building blocks

Case Study: Strings

- We can **slice** strings (s[a:b])
- We can **glue** together strings (+)
- We have a lot of string methods
 - We can search for characters
 - We can **count** the number of characters
 - We can pad strings
 - We can strip padding
- Sometimes, we can **cast** to a new type

Early Testing

- Recall: Combine programming & testing
 - After each step we should test
 - But it is unfinished; answer is incorrect!
- Goal: ensure intermediate results expected
 - Take an input from your testing plan
 - Call the function on that input
 - Look at the results at each step
 - Make sure they are what you expect
- Add a temporary return value

Stubbed Returns

```
def last name first(s):
    """Returns: copy of s in form 'last-name, 'first-name'
    Precondition: s is in form 'first-name last-name'
   with one blank between the two names'""
   end first = s.find(' ')
   first = s[:end first]
    # Cut out the last name
   # Glue them together with a comma
   return first # Not the final answer
```

Working with Helpers

- Suppose you are unsure of a step
 - You maybe have an idea for pseudocode
 - But not sure if it easily converts to Python
- But you can specify what you want
 - Specification means a new function!
 - Create a specification stub for that function
 - Put a call to it in the original function
- Now can lazily implement that function

Example: last_name_first

```
def last_name_first(s):

"""Returns: copy of s in the form
    last-name, first-name'
    Precondition: s is in the form
    'first-name last-name' with
    with one blank between names"""

# Cut out the first name

# Cut out the last name

# Glue together with comma

# Return the result
```

Example: last_name_first

def last_name_first(s):

"""Returns: copy of s in the form last-name, first-name' Precondition: s is in the form 'first-name last-name' with with one blank between names'"""

first = first_name(s)

Cut out the last name

Glue together with comma

return first # Stub

def first_name(s):

"""Returns: first name in s
Precondition: s is in the form
'first-name last-name' with
one blank between names"""
pass

Example: last_name_first

```
def last_name_first(s):
```

"""Returns: copy of s in the form last-name, first-name' Precondition: s is in the form 'first-name last-name' with with one blank between names'""

first = first_name(s)

Cut out the last name

Glue together with comma

return first # Stub

def first_name(s):

"""Returns: first name in s
Precondition: s is in the form
'first-name last-name' with
one blank between names"""
end = s.find(' ')
return s[:end]

Concept of Top Down Design

- Function specification is given to you
 - This cannot change at all
 - Otherwise, you break the team
- But you break it up into little problems
 - Each naturally its own function
 - YOU design the specification for each
 - Implement and test each one
- Complete before the main function

Testing and Top Down Design

```
"""Test procedure for first name(n)"""
  result = name.first name('Walker White')
  introcs.assert equals('Walker', result)
def test last name first():
  """Test procedure for last_name_first(n)"""
  result = name_last_name_first('Walker White')
  introcs.assert_equals('White, Walker', result)
```

def test first name():

A Word of Warning

- Do not go overboard with this technique
 - Do not want a lot of one line functions
 - Can make code harder to read in extreme
- Do it if the code is too long
 - I personally have a one page rule
 - If more than that, turn part into a function
- Do it if you are repeating yourself a lot
 - If you see the same code over and over
 - Replace that code with a single function call